

# About Me

My name is Kevin Sohn. My friends call me Min.

Wearing a both SRE and Release Manager title, my position was to be a collaborator within cross-functional teams. I was excited to be the point-of-contact to take the projects from zero to 1, building and managing processes such as CI/CD pipeline, cloud infrastructures, containerization and infrastructure-as-code. I initiated the process of nightly-test runs and reporting tools to help make decisions on production release readiness.

# Areas of Expertise

- Azure | AWS | GCP
- Kubernetes | Containers
- Technical Support
- Infrastructure-as-Code | Pulumi
- GitHub Actions | Jenkins | Groovy
- Jira | Confluence | KPI management
- Scripting | Python | JavaScript
- QA Automation | Selenium | Robot Framework
- Postman | Newman
- Audio Signal Processing (DSP)
- Post Processing and Audio Editing
- Korean | English fluent

# Professional Experience

## > Microsoft (contract via Insight Global)

### Technical Support Engineer

2024.03 - present

- Responsible for support requests from the customers regarding Azure products related to Kubernetes and containers.
- Translating support requests and documentations to ensure the fluid communication between Microsoft and customers in South Korea.
- Collaboration with cross-functional teams to review, investigate and solve the Azure customer technical issues.

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## > Center ID

### Site Reliability Engineer | Release Manager

2020.01 - 2023.11

- Managed CI/CD process to support Agile SDLC, microservices deployment to AWS Lambda and Kubernetes clusters/nodes, increasing uptime.
- Cloud infrastructure and microservices monitoring using CloudWatch, Sentry and Prometheus.
- Initiated release readiness indication process by implementing nightly-test runs and reporting tools such as Allure.
- Standardized development and deployment environment by managing containers.
- Analyzed risks for customers in cross-team daily triage and Sprint production release meetings.
- Managed AWS resources such as EKS, ECS, Route 53, DynamoDB, VPC and more.
- Initiated Infrastructure-as-Code using Pulumi.

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## > Center ID

### QA Lead

2016.12 - 2019.12

- Established and defined QA process for finance expense application, full-stack in agile-driven development cycle.
- Manual and Automated test suite for React-based web application using Robot Framework and Selenium.
- Automated RESTful API endpoints tests using Postman and JMeter.
- Manual and automated testing mobile applications in both Android and iOS platforms.
- Utilizing Sumologic and CloudWatch to search through logs and pinpoint issues.

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## > Cyanogen, Inc

### Audio Test Engineer

2015.04 ~ 2016.07

- Established and managed testing documents for manual testers in overseas.
- Established Audio QA process for Cyanogen OS, in-house and third party applications' functionality, creating manual and automated test processes,
- Participated in audio hardware testing; signal interference, noise and test per hardware revision.

- DSP audio quality test through ACDB on core apps such as Dialer, Skype integration, Google Music and etc.

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## > Samsung Electronics America

### Audio Test Lead | Test Lead

2013.01 ~ 2015.05

- Audio Test Lead for various AT&T and T-Mobile Samsung devices to achieve market-ready audio quality - Samsung Galaxy S5 (T-Mobile), Samsung Galaxy Light (T-Mobile), Samsung S4 Zoom (AT&T), Samsung Rugby 4 (AT&T), Samsung S3 Mini (AT&T) and more.
- Test Lead for Samsung Galaxy S6 Edge for T-Mobile. Focused QA on baseband such as VoLTE, LTE, 3G, 2G SRVCC and handovers, GPS, RF Performance and Audio.

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## > En Masse Entertainment

### Bilingual QA / Audio QA

2011.12 ~ 2012.08

- Software, service and hardware compatibility QA for pre/post release of products.
- Documents and bugs translation, to ensure the fluid communication between US and Korea using JIRA.
- Audio QA.
- Composed logo audio for En Masse Entertainment.

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## > Google (contract)

### Visual Data Specialist

2011.01 ~ 2011.11

- Working as a team to optimize tools and processes, analyze data for errors, and make quick, analytical decisions based on existing policies and procedures for Google Maps.

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## > VMC Game Labs (contract)

### Bilingual QA in Functional QA

2008.08 ~ 2009.09

- Working in the QA lab, I analyze various video game software to document the issues which were discovered, in both Korean and English language.

## Certification

- CompTIA A+ - COMP10523975

## Education & Training

- 900 Hours of Audio Engineering Training Program, Professional Audio Production - Los Angeles Film School, Hollywood, CA

## Awards

- Best Audio/BGM Award - 2005 Korean Game Developers Summit